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Tip: Find maps by searching for a street address with city or zip code

Everywhere messaging

Users browse these **messages** and control the **interface** using synthetic speech ...

The **message priority** provided by Clues-based filtering is used to weight ...

www.research.ibm.com/journal/sj/393/part1/schmandt.html - 75k - [Cached](#) - [Similar pages](#)

column

... may arise where the **messages** should be forwarded on a top **priority** basis to

... A **mobile terminal** needs to know the proper direction of its neighbors to ...

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cepts **messages** through e-mail and a custom web **interface** and it can deliver ...

receiving a high-**priority message**, the Semantic Web module activates the CIS ...

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increasingly complex **messages** on a three-light **display**, and ... **screen** corresponding to the **message** represented by the lights. ...

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IS-95 - Wikipedia, the free encyclopedia

... air **interface**, a set of protocols used between **mobile** units and the network.

... The paging channel also carries higher-**priority messages** dedicated to ...

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Radio Communications System (RCS)

The SSACCS normally controls the HFRG through an **interface** with the CMS, ...

outgoing **message** traffic and serves as an automated shipboard **terminal** for the ...

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[PDF] Nomadic Radio: Speech and Audio Interaction for Contextual ...

File Format: PDF/Adobe Acrobat - [View as HTML](#)

mobile interface make it uniquely suited for spontaneous, peripheral, and ...

the maximum window of time that a lowest-**priority message** can be ...

interruptions.net/literature/Sawhney-TOCHI00-p353-sawhney.pdf - [Similar pages](#)

[PDF] Multimedia Message Service Solution

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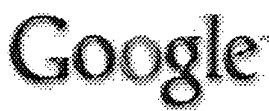
The Multimedia **Message Service** (MMS) Proxy Relay for **Mobile** Telecom Operators

... of a Multimedia **Message** according to the receiver's **terminal** capacities. ...

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mobile (interface OR terminal OR screen OR display) proximity priority message - Googl... [Advanced Search](#)
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Web Results 11 - 20 of about 208,000 for mobile (interface OR terminal OR screen OR display) proximity p

Chapter 3

The **message** window or bottom **screen** contains address information as well as ...

2, the bottom **screen** is modified to **display** route information to the user. ...

lapierre.jammys.net/masters/chapter3.html - 26k - [Cached](#) - [Similar pages](#)

[PDF] Wireless E-Commerce and Ubiquitous Computing

File Format: PDF/Adobe Acrobat - [View as HTML](#)

An output **screen** is not needed for such cues, allowing the **display** of information on very small, or ... indicates the **priority** of the **message**. Use of such ...

www.sigmobile.org/mobisys/2004/context_awareness/papers/MobisysFinal.pdf - [Similar pages](#)

iCAMS: A Mobile Communication Tool Using Location and Schedule ...

The spread of cellular phones, email, and **mobile** computers has freed us from the restrictions ... The sender enters the **message**, the start time to **display**, ...

doi.ieeeecomputersociety.org/10.1109/MPRV.2004.1269136 - [Similar pages](#)

[PDF] Behaviour-Based Control in Mobile Robotics Behaviour-Based Control ...

File Format: PDF/Adobe Acrobat - [View as HTML](#)

OUTPUT(Message, msg);. @CONTROL. // Priority control. @state1. DoSomething();

NEXT state2; ... **Proximity** sensors. 1. Light sensors. 1. Stepper motors ...

people.csail.mit.edu/paulfitz/pub/fitzpatrick96behaviour.pdf - [Similar pages](#)

Internet Engineering Task Force CE Perkins INTERNET DRAFT Sun ...

Definitions for **Mobile** Ad Hoc Network Terms asymmetric link A link with ...

of control **messages** and protocol overhead from the data packets. hidden-terminal ...

www3.ietf.org/proceedings/99mar/I-D/draft-ietf-manet-term-01.txt - 16k - [Cached](#) - [Similar pages](#)

FM 44-85 Appendix G

The **mobile** subscriber equipment (MSE) consists of an **interface** box at the ...

the individual observes the situation **display** and notes the **proximity** of the ...

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[PDF] Multimedia Message Service Solution

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Multimedia **Message** Service Proxy Relay for **Mobile** Telecom ... of a Multimedia **Message** according to the receiver's **terminal** capacities. When a ...

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palmOne - Products - LifeDrive Mobile Manager

You can **display** the time for your current location, plus two other locations ...

mobile phone and ISP (both sold separately) or **proximity** to a Wi-Fi hotspot ...


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[PDF] Privacy and Security through Pixels

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messages on a three-pixel **display**, and our initial experiments on customization of ... sound (eg, using pitch to indicate **message** **priority**). ...

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L1	157	(mobile or handheld or portable) with (terminal or screen or interface or display) same (proximity or closest or ((least or shortest or smallest) near6 distance)) with (source or message)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/11/14 05:02
L2	6	1 and (match or matching or "same" or relationship or related) with (characteristic or feature) with (message)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/11/14 05:06
L3	29	1 and (match or matching or "same" or relationship or related) with (characteristic or feature)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/11/14 05:06
L4	1	3 and priority near7 (section or area or region) with (separate or different)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/11/14 05:07
L5	1	1 and priority near7 (section or area or region) with (separate or different)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/11/14 05:07



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1 [Social weight: designing to minimise the social consequences arising from technology use by the mobile professional](#)

Aaron Toney, Barrie Mulley, Bruce H. Thomas, Wayne Piekarski

October 2003 **Personal and Ubiquitous Computing**, Volume 7 Issue 5


Publisher: Springer-Verlag

Full text available:  pdf(431.74 KB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

This paper defines the concept of social weight as a design consideration and presents the e-SUIT, a social weight research platform incorporated covertly within a traditional business suit. The e-SUIT allows its user to strike a balance between a given technology's derived benefit and its social consequence. As the e-SUIT is designed for research within a business context, it is built upon commercially available enterprise software. This work is a first step towards subjecting the empirical soc...


Keywords: Mobile professional, Social weight, Wearable

2 [Nomadic radio: speech and audio interaction for contextual messaging in nomadic environments](#)

 Nitin Sawhney, Chris Schmandt

September 2000 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 7 Issue 3

Publisher: ACM Press

Full text available:  pdf(648.76 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Mobile workers need seamless access to communication and information services while on the move. However, current solutions overwhelm users with intrusive interfaces and ambiguous notifications. This article discusses the interaction techniques developed for Nomadic Radio, a wearable computing platform for managing voice and text-based messages in a nomadic environment. Nomadic Radio employs an auditory user interface, which synchronizes speech recognition, speech synthesis, nonspeech audio ...


Keywords: adaptive interfaces, contextual interfaces, interruptions, nonspeech audio, notifications, passive awareness, spatial listening, speech interaction, wearable computing

L2imbo: a distributed systems platform for mobile computing

Nigel Davies, Adrian Friday, Stephen P. Wade, Gordon S. Blair

August 1998 **Mobile Networks and Applications**, Volume 3 Issue 2

Publisher: Kluwer Academic Publishers

Full text available:  [pdf\(403.96 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)


Mobile computing environments increasingly consist of a range of supporting technologies offering a diverse set of capabilities to applications and end-systems. Such environments are characterised by sudden and dramatic changes in the quality-of-service (QoS) available to applications and users. Recent work has shown that distributed systems platforms can assist applications to take advantage of these changes in QoS and, more specifically, facilitate applications to adapt to their environme ...

4 Speedy wireless: Improving TCP performance over wireless networks with collaborative multi-homed mobile hosts

Kyu-Han Kim, Kang G. Shin

June 2005 **Proceedings of the 3rd international conference on Mobile systems, applications, and services MobiSys '05**

Publisher: ACM Press

Full text available:  [pdf\(1.01 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)


Multi-homed mobile hosts situated in physical proximity may spontaneously team up to run high-bandwidth applications by pooling their low wireless wide-area network (WWAN) bandwidths together for communication with a remote application server and utilizing their high-bandwidth wireless local-area network (WLAN) in ad-hoc mode for aggregation and distribution of application contents among the participating mobile hosts. In this paper, we first describe the need for such a mobile collaborative com ...

5 Interruptions and attention 2: attending to interruptions: Using context-aware computing to reduce the perceived burden of interruptions from mobile devices

Joyce Ho, Stephen S. Intille

April 2005 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Publisher: ACM Press

Full text available:  [pdf\(457.78 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The potential for sensor-enabled mobile devices to proactively present information when and where users need it ranks among the greatest promises of ubiquitous computing. Unfortunately, mobile phones, PDAs, and other computing devices that compete for the user's attention can contribute to interruption irritability and feelings of information overload. Designers of mobile computing interfaces, therefore, require strategies for minimizing the perceived interruption burden of proactively delivered ...

Keywords: context-aware computing, human-computer interface, interruption, mobile computing

6 Six in the city: introducing Real Tournament - a mobile IPv6 based context-aware multiplayer game

Keith Mitchell, Duncan McCaffery, George Metaxas, Joe Finney, Stefan Schmid, Andrew Scott

May 2003 **Proceedings of the 2nd workshop on Network and system support for games**

Publisher: ACM Press

Full text available:  [pdf\(371.27 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

It is rapidly becoming clear that entertainment will be one of the killer applications of

future wireless networks. More specifically mobile gaming is predicted to be worth \$1.2 billion by the year 2006 to providers in the U.S. alone [20]. The driving force behind this is the introduction of powerful feature rich handsets and ubiquitous access to high performance wireless networks. However, mobile applications face issues that are subtly different from fixed network applications, including fluct ...

Keywords: Mobile IPv6, context-aware, gaming, multimedia, ubiquitous, wireless overlay networks

7 Security in mobile communications: challenges and opportunities

Audun Jøsang, Gunnar Sanderud

January 2003 **Proceedings of the Australasian information security workshop conference on ACSW frontiers 2003 - Volume 21 CRPITS '03**

Publisher: Australian Computer Society, Inc.


Full text available:  pdf(117.04 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The nature of mobile communication, characterised for example by terminals having poor user interface and limited processing capacity, as well as complex combination of network protocols, makes the design of security solutions particularly challenging. This paper discusses some of the difficulties system architects are faced with as well as some advantages mobile networks offer when designing security solutions for mobile communication.

Keywords: heterogeneous networks, mobile devices, security, usability

8 Designing applications for handheld devices: Mobile computing in the retail arena

 Erica Newcomb, Toni Pashley, John Stasko

April 2003 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Publisher: ACM Press

Full text available:  pdf(733.33 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Although PDAs typically run applications in a "stand-alone" mode, they are increasingly equipped with wireless communications, which makes them useful in new domains. This capability for more powerful information exchange with larger information systems presents a new situated context for PDA applications, and provides new design and usability evaluation challenges. In this work we examine how grocery shopping could be aided by a mobile shopping application that consumers access via a PDA while i ...

Keywords: PDA, mobile interfaces, situated computing, wireless communication

9 An integrated platform for reliable multicast support in the regional mobile-IP environment

 Hassan Omar, Tarek Saadawi, Myung Lee

April 2002 **ACM SIGMOBILE Mobile Computing and Communications Review**, Volume 6 Issue 2

Publisher: ACM Press

Full text available:  pdf(167.80 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Supporting reliable delivery of multicast datagrams, in IP networks, may necessitate the introduction of new elements and features. Further, considerable additional signaling may be required to support this service. Providing a platform that efficiently supports IP

multicast delivery, in an environment where the multicast group members frequently change their locations, is a challenge for systems supporting mobility. In this paper, we describe a platform that allows the application of an interna ...

10 Content analysis: Context-aware metadata creation in a heterogeneous mobile environment



Olga Volgin, Wanda Hung, Chris Vakili, Jason Flinn, Kang G. Shin

June 2005 **Proceedings of the international workshop on Network and operating systems support for digital audio and video NOSSDAV '05**

Publisher: ACM Press

Full text available: pdf(488.75 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

With an exponentially-growing amount of digital information, data management is becoming increasingly burdensome for an average user. We propose an enhancement to the existing media-management techniques which utilizes the context available in the surrounding environment around the time a media file is created. This context information is associated with the file to provide enhanced data categorization and searching capabilities. A typical scenario considered in our design involves a heterogeneous ...

Keywords: digital image management, heterogeneous wireless network, metadata

11 Special session on NOMADS: An architecture to support cooperating mobile embedded systems



Edgar Nett, Stefan Schemmer

April 2004 **Proceedings of the 1st conference on Computing frontiers**

Publisher: ACM Press

Full text available: pdf(245.28 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

There is a sustained trend to embed computer systems in all kinds of intelligent products. Increasing emphasis is given to enhance the functionality of such systems beyond the provision of easy-of-use and comfort to more safety-critical tasks where they exert direct control over the intelligent product. Examples of such systems can be exploited in many domains like team robotics, factory automation, transport systems, and intelligent traffic control. To master the inherent complexity, we present ...

Keywords: mobile embedded systems, mobility and adaptivity, modeling of complex systems, service-based architectures, wireless ad-hoc networks

12 Networked surfaces: a new concept in mobile networking

James Scott, Frank Hoffmann, Mike Addlesee, Glenford Mapp, Andy Hopper

October 2002 **Mobile Networks and Applications**, Volume 7 Issue 5

Publisher: Kluwer Academic Publishers

Full text available: pdf(405.68 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Networked Surfaces are surfaces which provide networking to specially augmented objects when these objects are physically placed on top of the surface. When an object (e.g., a notebook computer) connects, a handshaking protocol assigns functions such as data or power transmission to the various conducting paths that are established. This paper describes the position occupied by this concept in the world of networking, presents an overview of the technology used in its realisation, describes the ...

Keywords: mobile networking, sentient computing, ubiquitous computing

13 Social awareness and availability: The AWARE architecture: supporting context-mediated social awareness in mobile cooperation



Jakob E. Bardram, Thomas R. Hansen

November 2004 **Proceedings of the 2004 ACM conference on Computer supported cooperative work**

Publisher: ACM Press

Full text available: pdf(287.88 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Maintaining social awareness of the working context of fellow co-workers is crucial to successful cooperation. For mobile, non co-located workers, however, this social awareness is hard to maintain. In this paper we present the concept of <i>Context-Mediated Social Awareness</i> to denote how context-aware computing can be used to facilitate social awareness. We illustrate the concept in a case study of mobile collaboration in a hospital and present the 'AwarePhone', which is designed ...

Keywords: awarephone, context-aware computing, mobile computing, pervasive healthcare, social awareness, ubiquitous computing

14 Electronic futures markets versus floor trading: implications for interface design



Satu S. Parikh, Gerald L. Lohse

May 1995 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available: html(48.91 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

15 Improving electronic guidebook interfaces using a task-oriented design approach



Paul M. Aoki, Allison Woodruff

August 2000 **Proceedings of the conference on Designing interactive systems: processes, practices, methods, and techniques**

Publisher: ACM Press

Full text available: pdf(293.46 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Item selection is a key problem in electronic guidebook design. Many systems do not apply so-called context-awareness technologies to infer user interest, placing the entire burden of selection on the user. Conversely, to make selection easier, many systems automatically eliminate information that they infer is not of interest to the user. However, such systems often eliminate too much information, preventing the user from finding what they want. To realize the full potential o ...

Keywords: electronic guidebooks, museum tour guides

16 Nomadic radio: scaleable and contextual notification for wearable audio messaging



Nitin Sawhney, Chris Schmandt

May 1999 **Proceedings of the SIGCHI conference on Human factors in computing systems: the CHI is the limit**

Publisher: ACM Press

Full text available: pdf(1.62 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Mobile workers need seamless access to communication and information services on portable devices. However current solutions overwhelm users with intrusive and ambiguous notifications. In this paper, we describe scaleable auditory techniques and a contextual notification model for providing timely information, while minimizing

interruptions. Users actions influence local adaptation in the model. These techniques are demonstrated in Nomadic Radio, an audio-only wearable computing platf ...

Keywords: adaptive interfaces, auditory I/O, interruptions, notifications, passive awareness, wearable computing

17 A slotted CDMA protocol with BER scheduling for wireless multimedia networks

Ian F. Akyildiz, David A. Levine, Inwhae Joe

April 1999 **IEEE/ACM Transactions on Networking (TON)**, Volume 7 Issue 2

Publisher: IEEE Press

Full text available:  pdf(222.12 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)


Keywords: BER scheduling, code division multiple access, multimedia traffic, power control, priority, wireless networks

18 Routing 1: Link-layer salvaging for making routing progress in mobile ad hoc networks

Chansu Yu, Kang G. Shin, Lubo Song

May 2005 **Proceedings of the 6th ACM international symposium on Mobile ad hoc networking and computing MobiHoc '05**

Publisher: ACM Press

Full text available:  pdf(339.27 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

IEEE 802.11 MAC, called the Distributed Coordination Function (DCF), employs carrier sensing to effectively avoid collisions, but this makes it difficult to maximally reuse the spatial spectral resource available for exposed terminals. This paper proposes a new MAC algorithm, called *Multiple Access with Salvation Army (MASA)*, which adopts less sensitive carrier sensing to promote more spatial reuse of the channel. However, this may result in a higher collision probability. MASA alleviates ...

Keywords: capture effect, carrier sense, medium access control, mobile ad hoc networks, non-deterministic algorithm

19 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Publisher: IBM Press

Full text available:  pdf(4.21 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

20 External memory algorithms and data structures: dealing with massive data

Jeffrey Scott Vitter

June 2001 **ACM Computing Surveys (CSUR)**, Volume 33 Issue 2

Publisher: ACM Press

Full text available:  [pdf\(828.46 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)





Data sets in large applications are often too massive to fit completely inside the computers internal memory. The resulting input/output communication (or I/O) between fast internal memory and slower external memory (such as disks) can be a major performance bottleneck. In this article we survey the state of the art in the design and analysis of external memory (or EM) algorithms and data structures, where the goal is to exploit locality in order to reduce the I/O costs. We consider a varie ...

Keywords: B-tree, I/O, batched, block, disk, dynamic, extendible hashing, external memory, hierarchical memory, multidimensional access methods, multilevel memory, online, out-of-core, secondary storage, sorting

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L10	1	((mobile with (terminal or display or screen or interface)) and (proximity with (section or area or region)) and (priority with (section or area or region))).clm.	US-PGPUB	OR	ON	2005/11/14 05:13